

The Home Version of the Sun Electronics Arcade Game

funky fish



You're the **MOST** laid-back fish in the sea and even you have begun to notice that there's something wrong in the ocean blue! **HUGE** sea monsters have moved into the neighborhood, making every other organism their slave....except you, that is! You're **WAY** too together to get brainwashed by a bunch of overblown whales...and it's time to take the ocean back!

Getting Started

With your TV turned on, insert the Funky Fish cartridge into your Atari 2600 as explained in your user manual, and then turn on your console. The Funky Fish title screen will appear.

Press RESET or the joystick fire button to start.

Use your joystick controller in port 1 to move Funky Fish around.

The Color/B&W switch can be used to pause (B&W) and unpause (Color) the game.

Gameplay

There are plenty of other fish in the sea... but not like you, you're the sharpest shooting bubble blowing fish around.

Your mission is to rid the oceans of these great shapeless energy sucking monsters.. but first, you've got to find one.

At the top of your screen is your sonar display, the dots show the position of monsters and the red bracket indicates where you currently are. Just below is your energy meter, and it's **CONSTANTLY** running down so swim quickly!



SONAR display (top), Energy bar (below)

Battle at Sea

Okay, now that you've found a monster, it's time to take him down.

As with all big bullies, without their cronies, they're nothing - take out the little guys first.

Shoot the various creatures that drop from the monster with your bubble cannon (fire button) and you'll see they turn into cherries which you must collect quickly before they revert back to their original forms.

Contact with either a little creature or the host monster is deadly so be careful.

While blasting away at the little guys, you'll notice a red number at the bottom left of the display. That's how many bad guys you need to blast and collect to leave this monster floundering.

You get 10 points for shooting an enemy and 100 points for every cherry you collect.

The Bigger They Come...

Right, the monster is as defenseless as a turtle on its back. But it's still of use to you. It only has a finite time to live (countdown in lower left hand screen) so swim over it and watch your energy level creep back up.

Not only that, but if you still have time left and your bar is full, all of the monster's remaining energy will be used to rack up LOADS of points for you!



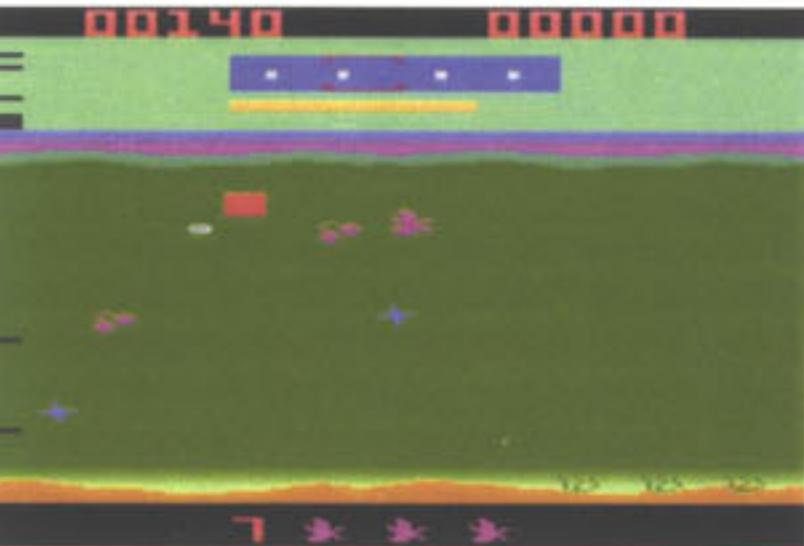
The seas get more crowded

When all of your lives are depleted (and it comes to us all), the game will end and your high score will be displayed at the top right. But hey, this isn't going to get Funky Fish down, he only has a 3 second memory. Just hit the fire button to go again!!

About Funky Fish

Funky Fish started out as a coin-op by Sun Electronics. The game was converted for home release on the ill-fated Emerson Arcadia and, following the system's demise, was also programmed for the Atari 2600. This version was never released...until now.

Special thanks to Thomas Jentzsch, Joe Grand, Marc Oberhäuser and Eckhard Stolberg
Box, label and manual designed by David Exton with help from Dale Crum.
Published by AtariAge (www.AtariAge.com)
Printed in USA Program ©1983 UA Ltd.



Our heroic fish takes on a monster

Okay, that's one monster down, rush to the next and do the same to him (remember, your energy is always dropping so don't hang around).

When you've got all four, you'll be transported to a new stretch of much more crowded ocean, where new dangers await.

